Football Manager 2
Guide and Instructions
by Kevin Toms

INSTRUCTIONS FOR FM2 16 BIT
If you wish to save a game make sure you have a blank formatted disc before you load your program.

INSTRUCTIONS FOR FM2 8 BIT
If you wish to save a game make sure you have a blank cassette

LOADING INSTRUCTIONS FOR FM2 8 BIT
SPECTRUM 48K – Type LOAD" now press RETURN

SPECTRUM +3 (Disc) – Put disc into drive A, press RESET and then press ENTER.

AMSTRAD (Disc) – Type RUN "FM2" now press RETURN

AMSTRAD 464 (Tape) – Hold down CTRL and tap the small ENTER key.

AMSTRAD 6128 (Tape) – Hold down the SHIFT KEY and press the @ key, then type TAPE now press RETURN. Type RUN" then press RETURN again.

C64 (Disc) – LOAD "FM2",8,1 now press RETURN

C64 (Tape) – Hold down SHIFT and press the RUN/STOP key

SAVING INSTRUCTIONS FOR FM2 8 BIT
SPECTRUM 48K – Insert blank tape into your tape deck and wind past leader.

Set tape index to 000 if first save. Please keep a note of the index numbers so as not to erase a previously saved game.

Now press PLAY and record on your tape deck.
Select a file number (0 to 9) and press FIRE.
Please be careful that you don't overwrite the program or any previously saved file.
Please leave a 10 second gap between each FM2 file.

AMSTRAD (Tape) – Insert blank tape into your tape deck and wind past leader. Set index to 000 if first save. Please keep a note of the index numbers so as not to erase a previously saved game.

Press PLAY and record on your tape-deck.
Select a file number (0 to 9) and press FIRE.
Please be careful that you don't overwrite the program or any previously saved file.
Please leave a 10 second gap between each FM2 file.

AMSTRAD (Disc) – Place a new formatted disc into drive.
Select SAVE on management screen.
Select file number (0 to 9)
Press FIRE.
Please be careful that you don't select the same file number twice as the SAVE routine is destructive.

SPECTRUM +3 (Disc) – Saving as per Amstrad disc saving instructions.

C64 (Tape) – Saving as per Spectrum saving instructions.

C64 (Disc) – Saving as per Amstrad disc saving instructions.

LOADING INSTRUCTIONS FOR FM2 16 BIT
ATARI ST – Insert disc into drive and turn on your computer.
After you have read the message, press you SPACE BAR.
Now double click your left mouse button on the FM2 icon.

AMIGA – Insert disc into drive and turn on your computer.

IBM PC AND COMPATIBLES – Insert your disc into drive A and turn on your computer

SAVING INSTRUCTIONS FOR FM2 16 BIT
(Atari ST, Amiga, IBM PC and Compatibles)
Place a new formatted disc into drive.
Select SAVE on management screen.
Select file number (0 to 9).
Press FIRE.
Please be careful that you don't select the same file number twice as the save routine is destructive.

THE NEW GAME

Football Manager 2 is not just an improvement on Football Manager 1 – it is a complete re-write.

FM2 contains many improvements on FM1 yet still contains the basic ingredients that made FM1 one of the biggest selling home computer games ever.

I have completely redesigned the graphics match action and the tactics of team selection. Your team now plays to the style and formation that you select and you can actually watch and assess the performance of your individual players. There is skilful passing, tackling, crosses, lobs into the net, diving goalkeeper saves, close marking, close passing play, kick-and-rush – in fact an infinite variety of action. There are even Action Replays on 16 bit machine versions.

Tactical changes include man to man marking, choice of formations and substitutions.

Other enhancements include League Cup matches, full 92 team league, Sponsorship, Success points, Goal scorer display, Enhanced transfer market, Training etc.

There is an endless variety of techniques of playing this game and I'm sure you will enjoy developing your own Football Management style.

I have worked very hard over many months to provide you with a very entertaining game. I hope you have many, many hours of enjoyment from Football Manager 2.

QUICK START TO PLAYING

To get the best out of the game you will need to study the following instructions carefully but to help you get into the game quickly I have identified some of the instructions between the words **NOTE** and **NOTE END**. Reading what is enclosed by these will give you the basic guide to playing Football Manager 2.

CONTROLS

The whole game is controlled using joystick type movements as follows:-

ACTION	JOYSTICK	MOUSE	KEYBOARD
UP	UP	UP	Q
DOWN	DOWN	DOWN	S
LEFT	LEFT	LEFT	I
RIGHT	RIGHT	RIGHT	P
FIRE	FIRE	BUTTON	RETURN/ENTER

The use of Joystick, Mouse or Keyboard is dependent on the computer on which the game is played.
The game uses UP/DOWN/LEFT/RIGHT to select items using the displayed pointer. FIRE is used to confirm a selection.

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TEAM SELECTION CONTROLS

Team selection is carried out over three screens depicting defence, midfield and attack as follows:-

1. The reserve pool slot is at the top of the screen. Pressing FIRE when pointing to this slot will produce the FIRE TO QUIT message.
2. When FIRE TO QUIT is displayed -
a) UP/DOWN will scroll through your reserve players and pressing FIRE again will select one.
b) LEFT/RIGHT will move to the next right or left screen if possible.
c) FIRE again will end team selection if 11 players have been picked.
3. Moving the pointer to an empty slot and pressing FIRE will transfer the reserve player displayed at the top of the screen to that slot.
4. Pressing FIRE on a slot that contains a player selected will transfer him back to the reserves.
5. When team selection ends you will be allowed to select two substitutes by scrolling UP/DOWN through your reserves and pressing FIRE to select.
6. At half-time you will be able to alter your team and bring on substitutes.
7. Note that display slots are placed over the actual areas of the pitch that each individual player will cover in your team formation.

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PLAYING GUIDE

At the start of the game you will be able to choose your team.

Sponsorship
At the start of each season you will be offered sponsorship. The maximum is 50,000 per division (i.e. Division 4 = 200,000). If you reject a sponsor the chances of another offer depend on your managerial rating (MR). A MR of 100 will give you a 75% chance of another offer whilst a MR of 50 will give you a 50% chance. If your MR is 25% or less you will get no more offers.
Then choose your skill level: start at 1 until you gain experience and playing skill. The higher levels help you to maintain a challenge in playing the game.

The Match
(see Team Selection Controls for details of how to pick the team).

1. Team Display
This is shown in three sections for your Defence, Midfield and Attack. Each team is shown with the players in their playing positions. The four paired slots on each screen show the man-to-man marking of players. That is players in slots horizontally next to each other on a screen will mark each other during the match action.
The slot at the top of the screen contains your reserve players and can be rolled through to select.

2. Playing Skill
(see Player attributes)

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The skill of individual players affects the match action significantly. In the man-to-man marking, players with higher skill will tackle more effectively and dribble the ball more successfully past opponents of lesser skill.

For each half of the match, all of the players in the twelve marking zones are compared with their opposing players and, with a random factor thrown in, the highest value player will start a new playing action sequence in possession of the ball. If the difference between the two players is close, no action sequence will occur. Thus you can influence the whereabouts of the start of attacks and the likely number of them by the way you match the skill of your players up against the opponents with the man-to-man marking.

N.B. If the marking players are close in skill they will probably neutralise each other. If the skills are significantly different, the highest will probably win and start an attack with the ball at his feet. A player marking free space will probably start an attack from there, as the game treats him as marking a skill rating 5 player.
Players playing out of position, e.g. a Defender playing in Midfield will play as if they have a skill rating of only 2.

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The goalkeeper's skill is a measure of his ability to save shots.

3. Formation
There are twelve possible zones in which you can place your outfield players. These are depicted by the four playing slots for outfield players on each of the three team selection screens. Thus you can play in many formations i.e. 4-3-3, 4-4-2, 4-2-4 etc. Since your team will play in the positions you choose you can decide to play defensively, attacking, with wingers, down the middle or however you wish.

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The team selection slots are directly over the area of the pitch which the player in that slot will play when the action starts. Any player in the horizontally adjacent slot will mark him during play and will play in the same zone. Players will also cover areas of the pitch next to their own if there is no player covering that area. Note that this zoning of players allows you to spot the performance of individual players because you can identify them by their position.

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4. Opponents
The skill of your opponent's players will depend on who you are playing against. If you progress through the cup you will play more skilful teams as you advance. Top league teams will also be stronger opponents than lowly teams.

Fitness
Playing in a match will affect each player's fitness. They will pick up knocks during play and may be injured.

6. Full Team
You must pick eleven players before you will be allowed to end team selection. You will then be required to pick two substitutes. The substitutes may be brought on and the team formation changed at half time.

7. Playing Styles
During the Extra Training part of the game, you can modify the playing style of your team. The effect of this is visible during the match action. Thus your team will use close or long passing, or high passes as you have selected. Note that different opponents will also use varying styles.

8. The Action
Each half of the match will consist of several action sequences. (See Playing Skill for details of how each sequence starts). Each sequence continues until either the ball is out of play, a goal is scored or the goalkeeper saves a shot.
The match action allows you to see the result of your actions. The skill of players you have selected and how you have positioned them will visibly affect what happens!

9. The Home Team
The Home Team will always start the match playing from left to right.

10. Half Time
At Half Time you can bring on substitutes and alter your team formation. This can be very useful. I'll give you an example:
In one match I noticed that my team was doing badly in midfield and I was one down at half time. I moved one midfielder over to mark the opponent's most successful midfield player and moved another out to the wing to give some width to the midfield play. I also moved an attacker out onto the wing. The extra width in midfield allowed my team to get round their strong midfield players and my attacking winger's crosses brought 4 goals in the second half and my team won 4–1.

MATCH RESULTS
After your match either:
a) The other league results and league table will be shown.
b) The result of your cup match shown.

INJURY REPORT
This displays a list of your injured players. Players with a fitness value less than 50% are injured and unfit to play. Players will accumulate knocks when playing in matches, and possibly sustain long term injuries. Players will recover their fitness gradually when rested from match play.

FINANCE
This shows the profitability of your club. If your club has a negative bank balance, you will be sacked.
Gate receipts will be dependent on who was playing at home. If you are successful as a team your home receipts will rise. Cup success also produces high gate receipts.
Please Buy/Sell is a total of your Transfer Market trading.
Please Buy/Sell is a total of your Transfer Market trading.

SELL PLAYERS
All of your players are listed during the sell player routine so you can check your squad. You will be able to sell a player if you wish and an offer up to his displayed value will be made for him if you do. If you reject the offer you will have to wait to the following week to try again. Remember you are paying wages for all players in your squad even if they are not picked to play. Also if you have less than thirteen players you cannot make up a team and matches will be forfeited.

BUY PLAYER
Up to three players will be for sale. You may bid for any of them. The higher your bid, the more chance of purchase. You may even be able to buy them for less than their value. The SQUAD TOO BIG message means you must sell a player before any more will be offered for sale.

EXTRA TRAINING
This feature allows you to modify the way your players pass the ball. It is an advanced feature and is best left unaltered until you have got used to the gameplay and watched a lot of matches.
Passing Height allows you to increase/decrease the height of passes. Basically high passes will produce a Kick and Rush style which can help to, say, bypass a weak midfield. Low passing will lead to closer play.
Passing Length allows you to increase/decrease the length of passes. Short passing will suit a highly skilled team that dribbles well. Long passing may suit a side with wingers.
The tips on Passing Height and Length above are just a guide and you will be able to develop your own technique to suit your team and style of play. You will see the effect of your passing style on the pitch.
If you get the PERFECTED message it means that you have reached the maximum or minimum length or height and more of the same extra training will not have an added effect.

THE SEASON
You will play all of the other teams in your division once and play through the Cups as far as you progress. Promotion and Relegation at the end of the season is three up three down.

SUCCESS
The aim of the game is to be as successful as possible and try and win the Treble of League and Two Cups. However the game is designed to be enjoyable enough for you to play as long as you like.

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PLAYER ATTRIBUTES
Players have 5 attributes which are shown on the various displays:
Name - the players name is shown.
Skill - in the ranges 3 to 9. This affects his play during the match. A player out of position e.g. a defender in attack or a midfield player playing in goal will play with a skill value of 2.
Fitness - out of 100. This is reduced by playing in a match as the player receives knocks or injuries. A player when is rested in the reserves will recover some of his fitness. A player with a fitness value of less than 50 is too badly injured to play.
Position - G, D, M, A. As follows:-
G Goalkeeper
D Defender
M Midfield Player
A Attacker
These are the players correct playing positions. Note a player playing out of position is less effective (see Skill above). Playing positions are easy to identify on the team selection screen. The goalkeeper's slot is over the goal. Defender's slots are on the same screen as your goalkeeper. Midfield players slots are shown against the middle pitch backdrop.
value -30,000 to 360,000. This is directly affected by the player's skill and the division you are playing in. It will affect his transfer market purchase and sale price.

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